SHE-RA™ PRINCESS OF POWER™

STICKER ALBUM
FREE MOBILE INSIDE

PANINI

© Mattel, Inc. 1986. All rights reserved.

Long ago twins were born to King Randor and Queen Marlena on a planet called Eternia. The infants, a girl and a boy, were dearly loved by their parents and their protectors Man-At-Arms and the Sorceress. The planet was under attack by The Evil Horde with Hordak as their commander at this time. The forces for good were too much for the forces for evil and Hordak was forced to retreat; but in revenge he plotted to take away the kingdom's treasured future—the young rulers to be. He broke into the nursery and took the little girl—but as he reached for the boy as well, Man-At-Arms discovered him. Quickly retreating, he managed to make it to the dimensional gate with the infant girl in his arms and disappeared without a trace.

The little boy was Prince Adam now secretly "He-Man" the strongest man in the universe. The little girl, Princess Adora grew up on Etheria under an evil spell cast by Shadow Weaver. Hordak deceived Adora into believing the Horde was good but as she came of age her doubts grew and overpowered Shadow Weavers spell.

This is the story of Princess Adora, now secretly "She-Ra", and her friends in their struggle to restore good on Etheria and drive out The Evil Horde.

THE EVIL HORDE FORCE

HORDAK
Commander of The Evil Horde on Etheria.

IMP
Devilish "pet" of Hordak. He can change shape.

SHADOW WEAVER
Evil Magician aide to Hordak.

CATRA
Force squad leader transforms to fierce cat.

SCORPIA
Evil scorpion/woman.

MANTENNA
The Evil Horde Enforcer.

© 1986 Filmation Associates
Characters: © Mattel, Inc. 1986. All Rights Reserved.

PRINCESS OF POWER and associated characters are trademarks owned by and used under license from Mattel, Inc.

SHE-RA™ PRINCESS OF POWER™

Hi! I'm She-Ra. Here are some of the characters you'll be meeting:

REBEL FORCE

KOWL
Wise-cracking counselor to the rebellion.

BOW
Master of the magical bow & arrow.

SWIFT WIND (SPIRIT)
Magical flying unicorn of She-Ra.

GLIMMER
Rebel ally with the power of light.

ANGELLA
Queen of the Kingdom of Bright Moon. Mother of Glimmer.

MADAME RAZZ
Funny and forgetful old witch.

CASTASPELLA
Wizard Queen of Mystacor.

THE LAUGHING DRAGON

One fine day in Elberon, everyone is out celebrating their freedom from Hordak and his Evil Horde.

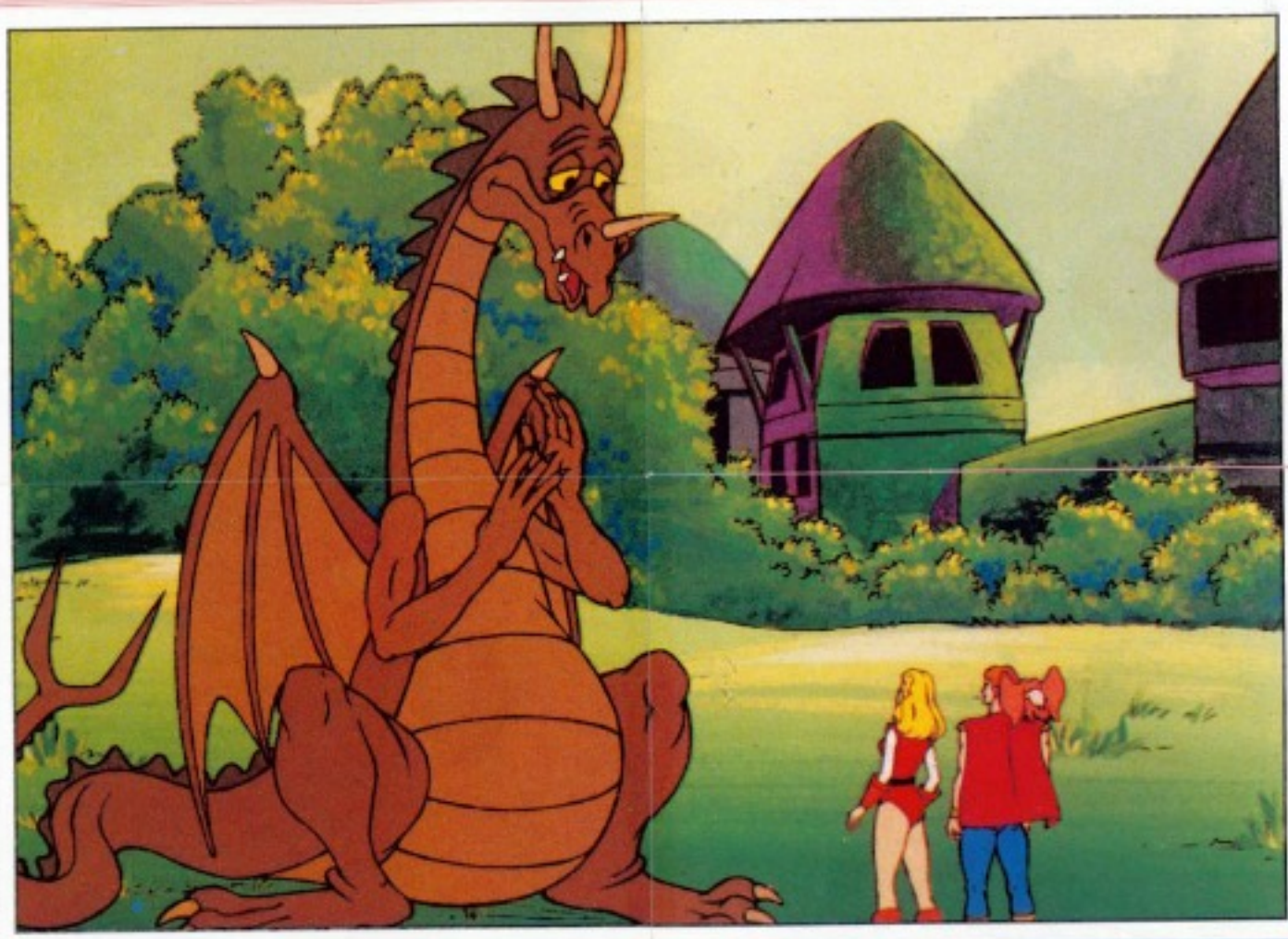
Suddenly a great rumbling is heard and the giant shadow of a dragon is cast over all. The Mayor sounds the alarm.

Everyone runs indoors for safety...

including Bow and Princess Adora. Poor Kowl is accidentally locked out. In his panic, he flies straight at the dragon.

Narrowly missing each other, the dragon knocks their cottage into the air. It lands safely on a soft hay stack.

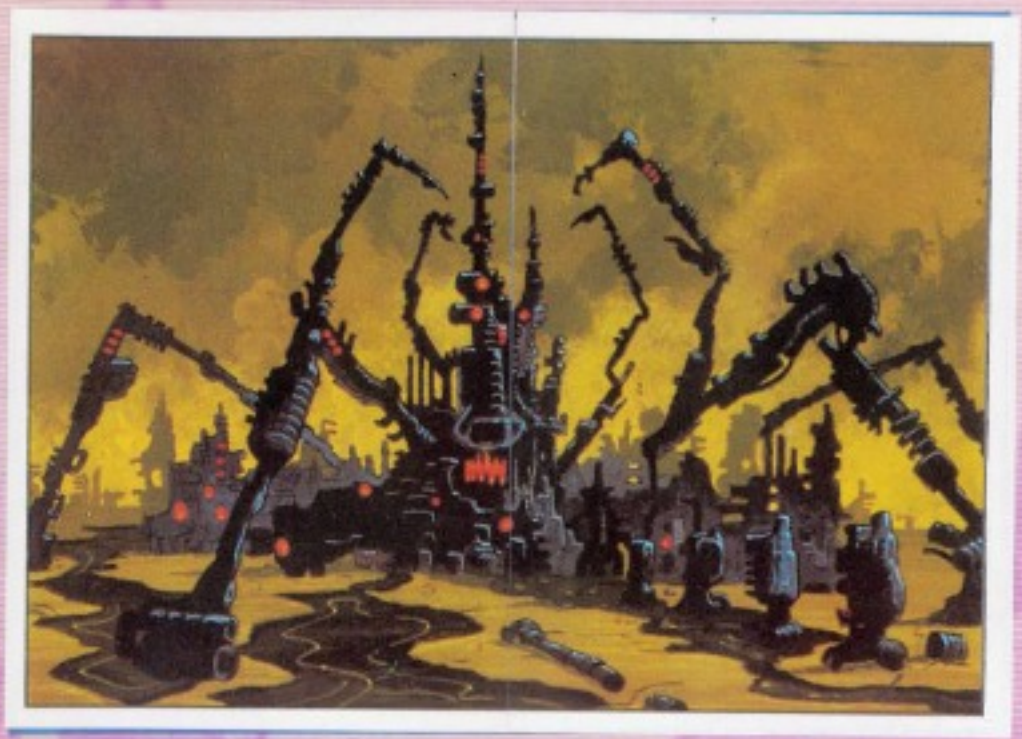
"Please don't be angry, please don't hurt me!" says the dragon; "I'm afraid of everything. I just want to be your friend. My name is Sorrowful."



Bow, Adora, and Kowl stare for a moment in disbelief. Finally Adora says, "It's not often that you find a dragon that wants to be friendly. My name is Adora and this is Bow and Kowl."

"We can be friends," says Kowl, "providing you leave the town alone." "Don't worry, I flunked village destroying," laments Sorrowful.

"I have an idea," says Adora, "maybe Castaspella, Queen of Mystacor can find your courage. Let's go!"



Meanwhile in the Fright Zone, Hordak plots to conquer Mystacor.

"As soon as Mantenna and Leech finish clearing the road today," says Hordak, "the kingdom of Mystacor will be cut in half! Castaspella, the end is near!"

"Imp!" yells Hordak, "Anything you hear, pass to Mantenna and Leech." "Yes chief!" Imp replies, "I'll bounce over there now."

Let's take a look at what's happening to poor Sorrowful at Castaspella's.

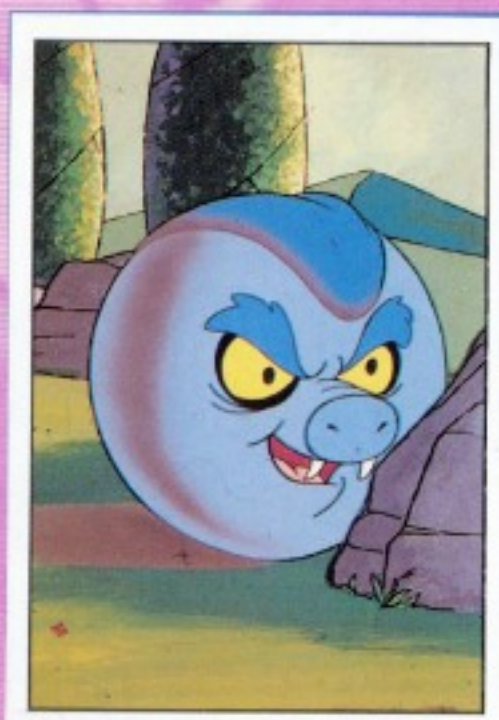
"Well on our first attempt to bring out your courage, you fainted," sighs Castaspella. (Imp watching in the background, snickers. "Ha, ha! a cowardly dragon.") "This should do the trick." A ball of magic leaves her fingers…

...and encircles the doubtful Sorrowful. "I don't feel any different," he wimpers. Meanwhile Kowl sneaks up behind him and yells, "Boo!"

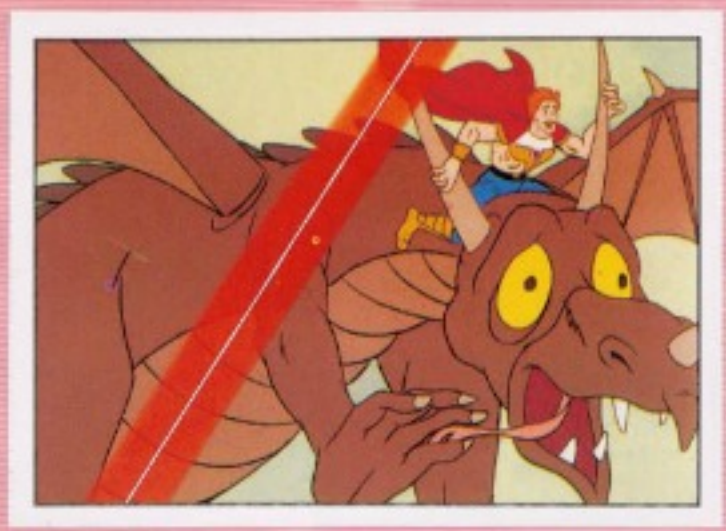
Poor Sorrowful looks dizzy and faints again. "I was just testing," Kowl apologizes.

A messenger runs in and reports The Horde Force has invaded Greenvale, endangering all of Mystacor. Castaspella, Bow and Kowl all ride to the rescue. Sorrowful is reluctantly dragged along. Adora goes off to "call" She-Ra.

"Those rebel clowns! A cowardly dragon! This will be fun! For once, Imp, you've done well!" Leech and Mantenna laugh. "Soon Mystacor will be ours!"



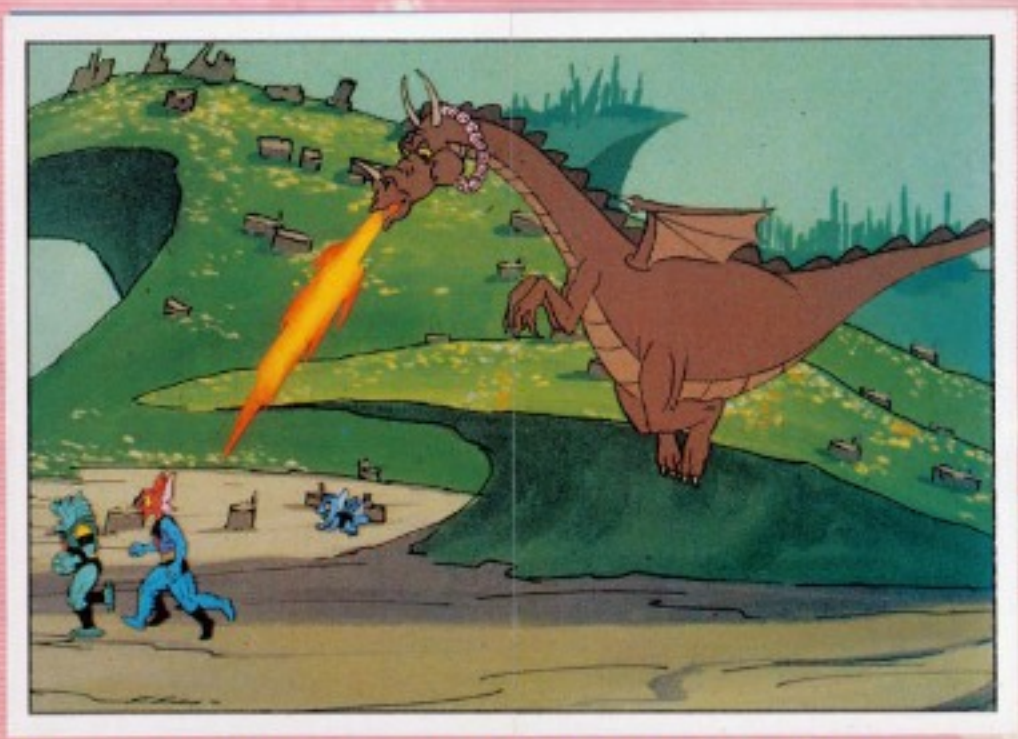
"I'd better tell Leech and Mantenna the news," says Imp.



"Whoa, Sorrowful!" yells Bow. "You can't run away; we need you! "I'm scared," Sorrowful whimpers.

She-Ra says, "You're no coward. You just need a reason to be brave. Wear the Flower of Power. Let your love for your friends help you find courage."

Sorrowful exclaims, "You know, I never had any friends before." With new enthusiasm, he tries to reason with Mantenna and Leech.



"I'll have to teach you a lesson!" They run back to the Fright Zone.

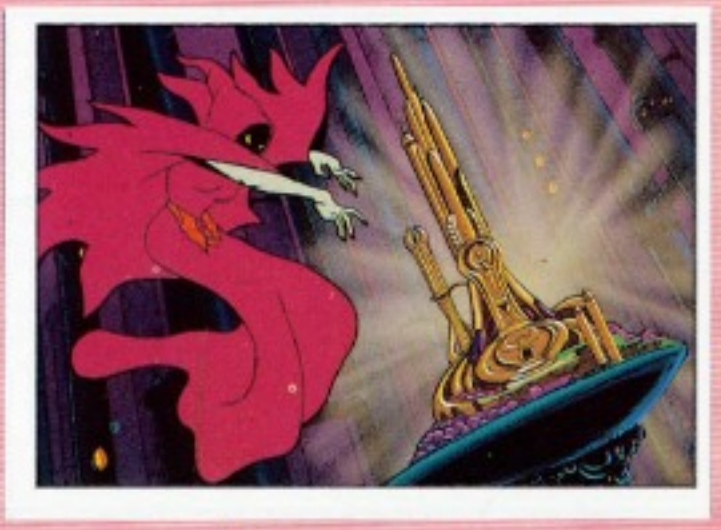
King Gruff and all of Greenvale insist he stay with them. Sorrowful happily accepts his new home.

THE END

THE CRYSTAL CASTLE

Madame Razz tells the children a story. "Long ago, the founders of Etheria, the First Ones, created the most magical place of all – the Crystal Castle. Let me tell you how She-Ra discovered it.

Early in the rebellion, Shadow Weaver tried to impress Hordak by attacking Bright Moon Castle under Queen Angella's protection.



She used a model of it to cast her spells on.

Princess Adora, Broom and I rush to help. Dodging energy bursts we manage to slip inside.

(You can put **Sticker No. 45** anywhere on this page.)

"Thanks," says Angella. "The moons enhance my power. As long as they shine, we'll be okay." But Glimmer worries, "Soon, they will be darkened by the eclipse."

Finding the Crystal Castle and its knowledge will be their only hope. Only Ahgo, King of the Trolls has seen it. Adora "and" She-Ra leave immediately for troll territory.

She-Ra and Swift Wind are cautious as trolls are thought to hate humans.

Suddenly surrounded by trolls she asks, "I wish to speak with your king." They mumble suspiciously, "Humans can't be trusted! It's a trick!"

She avoids capture only to be confronted at the cave-palace's gate by a giant flame-being.

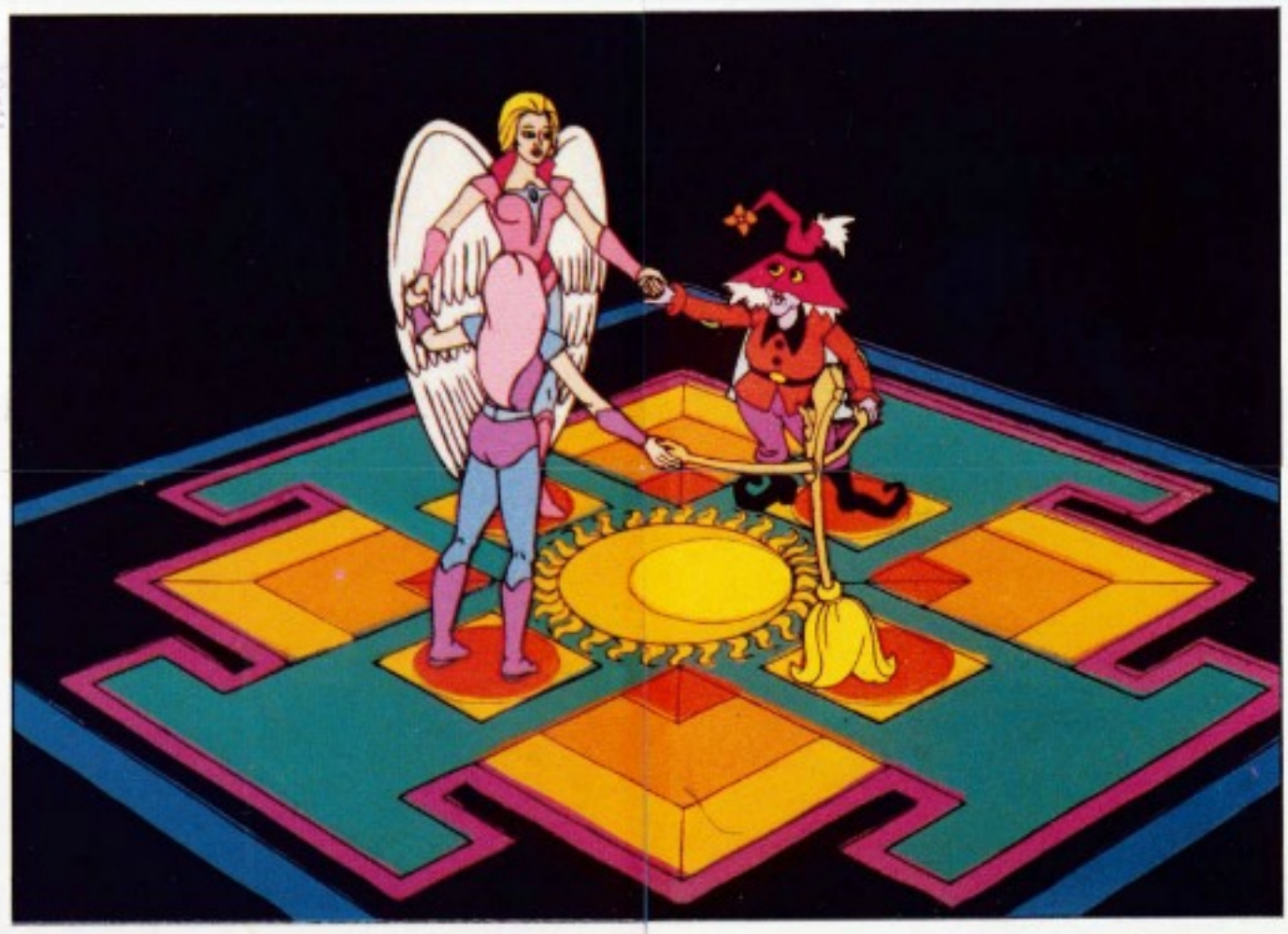
Cooling him off with water from the spring she enters the throne room.

The king demands, "Why should I help you? Humans hate and reject us." She reasons, "I don't hate you, please help."

Finally agreeing, he gives her a clue. She-Ra and Swift Wind fly back thinking, "he said the castle is always where the seeker most wants it to be. In plain sight, yet never seen."

Meanwhile the eclipse has begun.

Angella feels her energy dissipate as darkness falls.

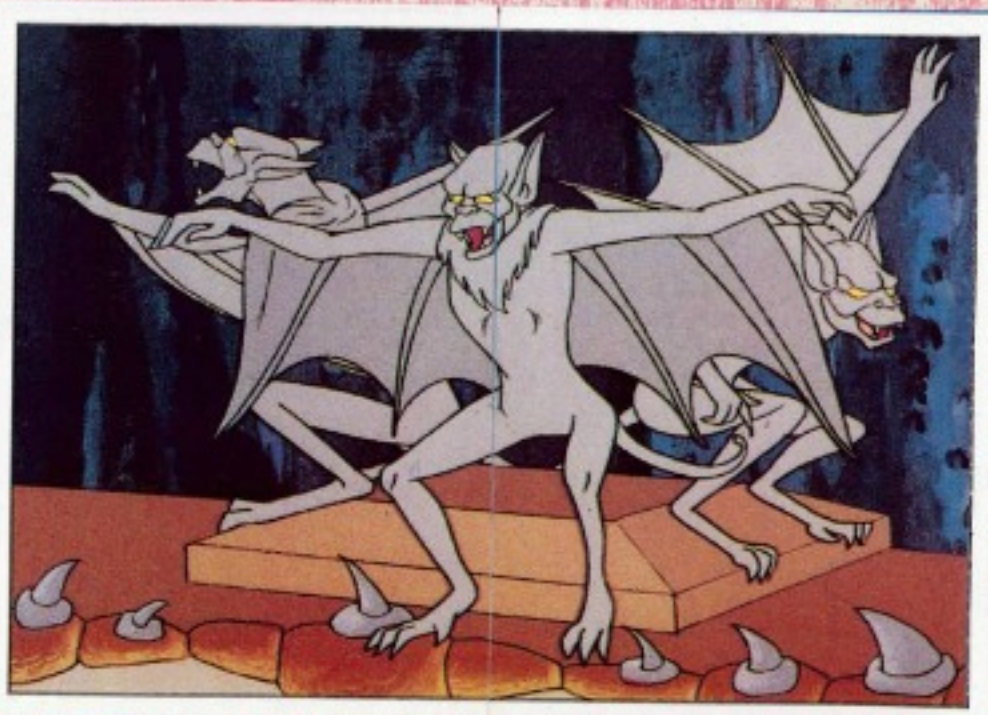


To boost power, all join hands and concentrate.

She-Ra, also seeing the eclipse, redoubles her efforts to find the castle. "It must be at the cloud covered peak of Sky Dancer Mountain".

Once there, she shouts, "Crystal Castle, I wish to enter!"

Light Hope, the castle keeper says, "To save Bright Moon you must speed up the Great Clock, shortening the eclipse. The return of moonlight will restore Angella's power...



"But be wary of the clock spirits, I will transport you there".

Attacked by the spirits, she leaps onto the moving pendulum... with her added weight it swings faster speeding up time.

Angella feels the moonlight returning and...

then back to full power.

Frustrated, The Evil Horde are blocked by Angella's magical powers...

and Shadow Weaver's instrument of evil is destroyed.

She-Ra returning to the Crystal Castle humbly accepts Light Hope's offer to visit often and use the castle as her personal haven. She promises to keep its location secret. This is the beginning of a long and faithful relationship.

THE END

A TALENT FOR TROUBLE

At Castle Grayskull, Orko offers to help with spring cleaning. Zoar the sorceress gratefully accepts and tells him to be careful near the magic doors.

"I don't want to go to another world," he agrees. But his dusty sweeping makes a door skull to let loose a mighty sneeze.

He's blown through a dimensional gate into Etheria. "How do I get back?" he wonders.

Madame Razz and Broom fly in chased by Mantenna. He zaps them; missing Broom, he hits her and Orko instead.

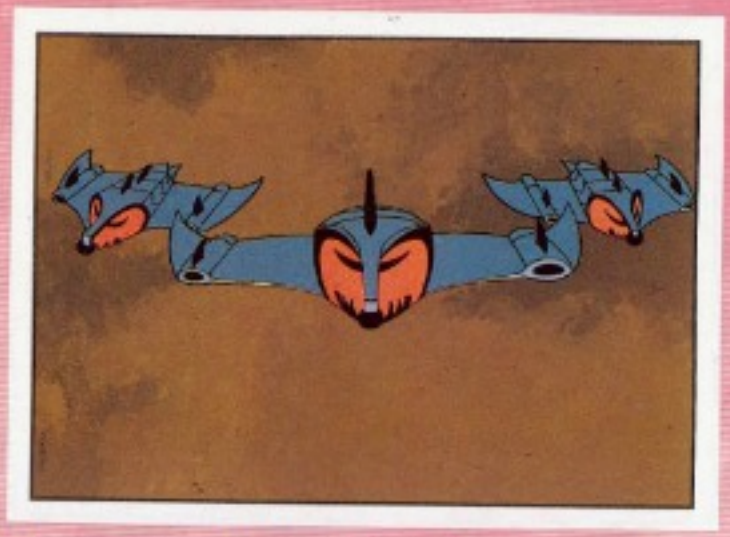
Broom tells the story to She-Ra. He tells her Orko was also captured.

She-Ra contacts Zoar through the gem on her magic sword.

"I told Orko to be careful," says Zoar. "I'm sure He-Man will help you save them."

She-Ra replies, "I'll wait for him at the usual spot".

"Hi sis…" says He-Man. "Brother!" laughs She-Ra. "It's good to see you," they chime in unison. "Well, we'd better go help our friends," says She-Ra.



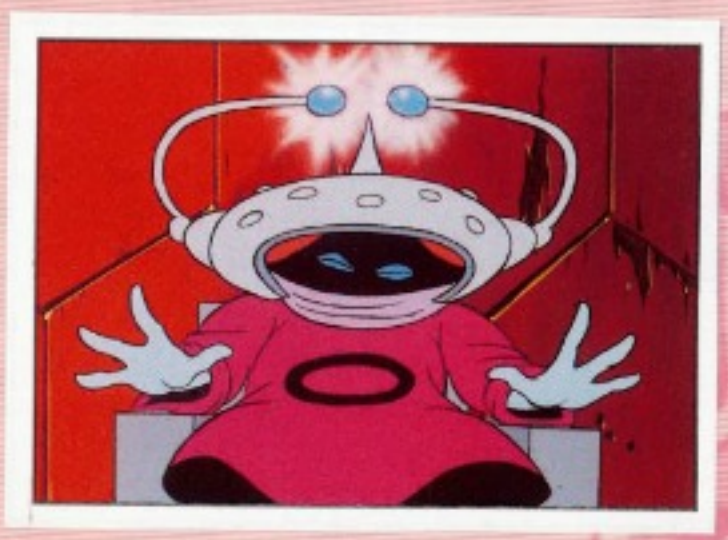
They approach Hordak's turf carried by Swift Wind. Spotted by Catra, Bat Meks are sent to intercept.

He-Man takes care of them with a few powerful chops.

Meanwhile, Hordak is pleased with Madame Razz's capture, but doesn't know what to make of Orko.

"They sure are mad that they can't figure you out," whispers Madame Razz.

Hordak threatens Orko with his pincer claw arm but Shadow Weaver stops him. "We must learn his secrets first."



"The mind sweeper!" Hordak gloats. "We'll see what makes him tick." Orko jokes about it.

Hooked up to the computer, Orko's thoughts make no sense on the screen. Frustrated, Hordak decides to send him to Horde Prime.

Turning her sword into a rope, She-Ra and He-Man swing through the entrance to the Fright Zone, smashing open the doors.

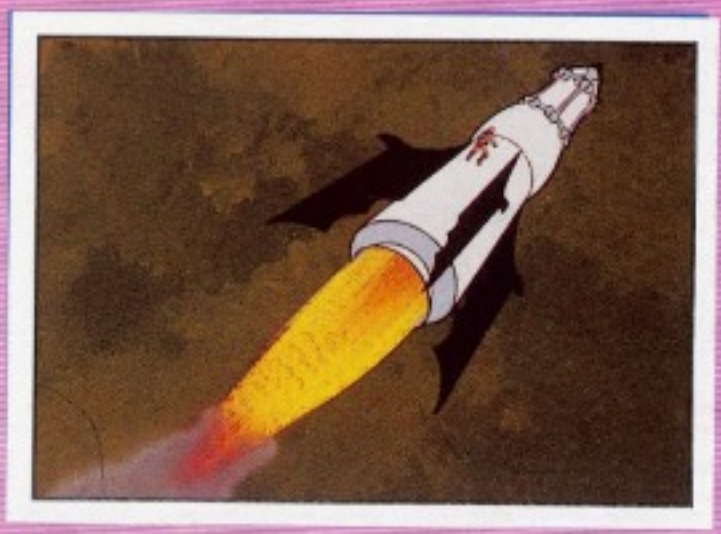
Hordak's men attack but the pair easily evade them.

She-Ra frees Madame Razz who tells He-Man that Orko is on a ship ready to leave for Horde World.

"It's my turn for some fun," growls Catra.

Transformed, she attacks. She-Ra easily gets rid of her.

Hordak, riding on Mantisaur goes after She-Ra himself. She-Ra kicks Mantisaur and sends the two flying out the window. They land in the moat.

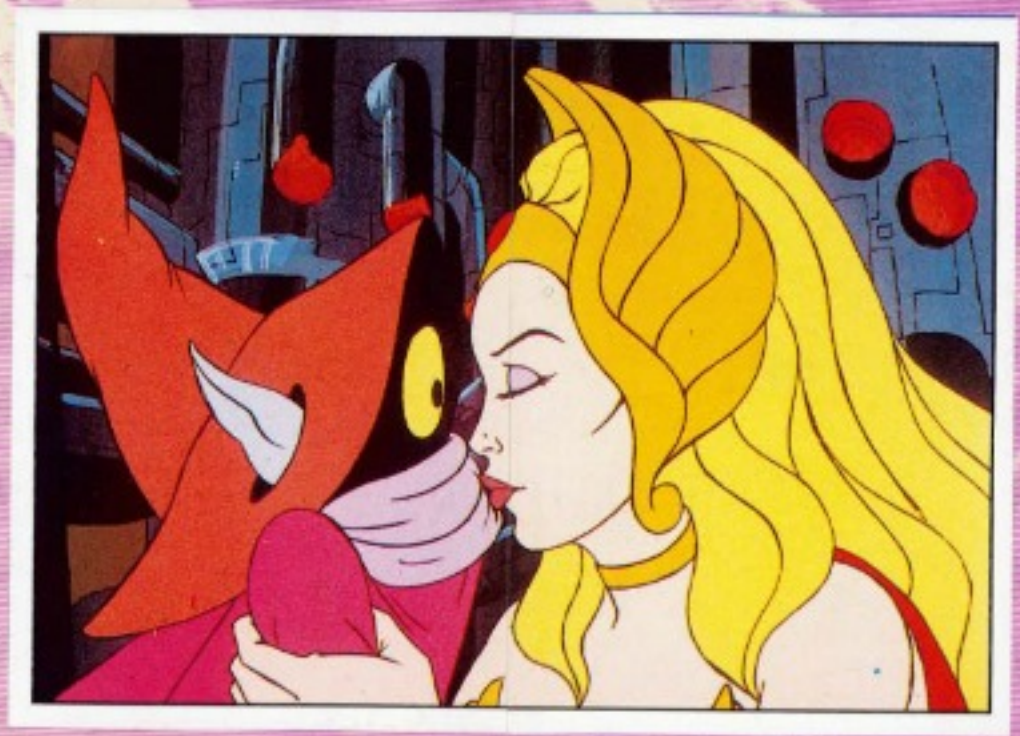


Meanwhile He-Man leaps onto the ship just in time. The rocket takes off. "I must rescue Orko before we hit outer space or there'll be no air to breathe."

He crawls to the rocket fin and manages to turn it—changing the direction of flight.

The pilots abandon ship in panic and He-Man releases Orko who is glad to see his old friend.

"We'll have to jump," yells He-Man. "Use your robes as a parachute." He-Man manages to land safely with She-Ra's help.



He-Man introduces Orko to She-Ra. "Gosh, you're pretty!" Orko sighs. She-Ra gives him a kiss in return for the compliment.

THE END

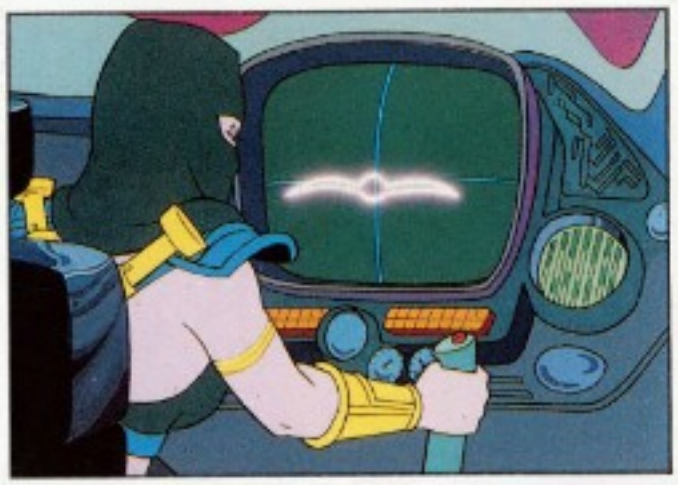
HUNTARA

"You are all nincompoops, bunglers! . . ." shouts Hordak. "None of you are any match for She-Ra.

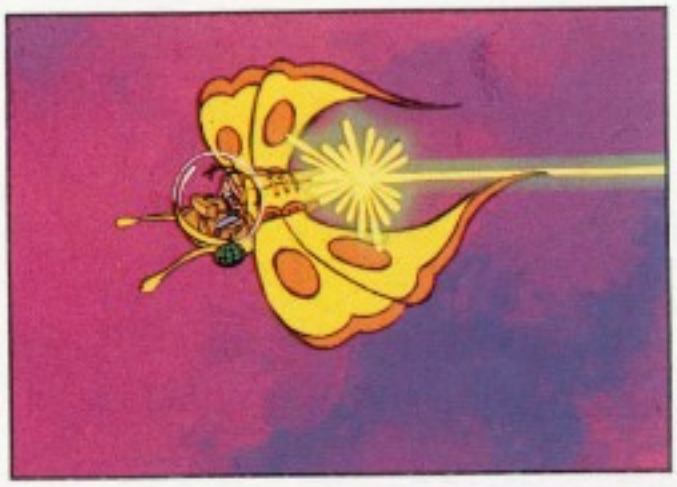
I have sent for Huntara, mightiest of warriors & hunters from Silax – a planet of the best known throughout the universe."

Disembarking from her fighter, Huntara asks in a no-nonsense voice, "Who is Hordak and why did he send for me?"

"I'm Hordak. We need you to rid us of the evil She-Ra. Look at the havoc she creates," showing a movie with a false She-Ra.



Convinced by the movie, Huntara plots to lure She-Ra to battle by tracking down and kidnapping Glimmer.

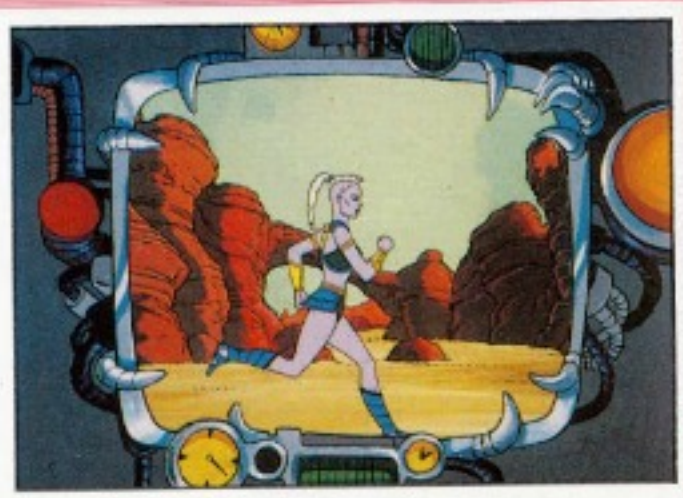


Spotting Glimmer's Flutterplane she attacks and takes her prisoner.

At the rebel camp, Adora & Bow are brought a message cube. Pressing the button, images of Huntara with Glimmer imprisoned appear.

She challenges She-Ra to battle and promises to free Glimmer if defeated. Adora leaves to "call" She-Ra.

Meanwhile Scorpia & Catra plan to destroy whoever is left thus ensuring their positions in The Evil Horde.



They spy on She-Ra & Huntara from Scorpia's crawler.

At Crimson Waste, Huntara accuses She-Ra (of Hordak's false crimes).

"Hordak was right. As evil as you are, you still come to help a friend."

"Hordak? Listen, I don't know what he's told you, but..."

Without giving She-Ra a chance to finish, Huntara pulls a throwing star from her pocket and flings it at She-Ra.

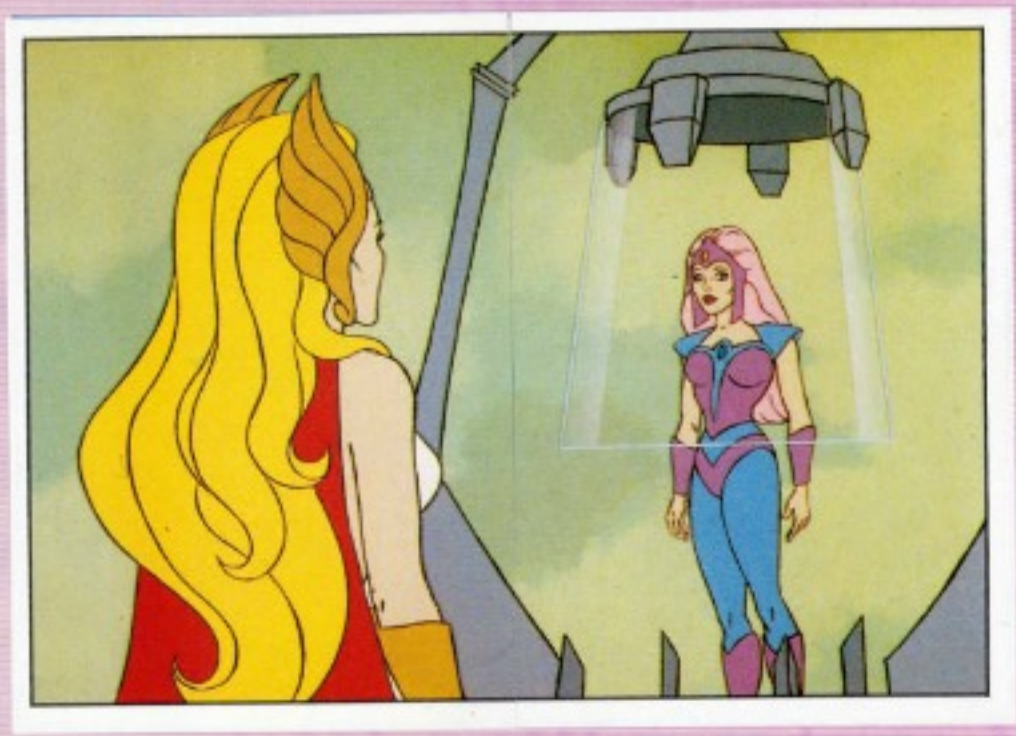
She-Ra takes defensive action as the explosive device nears her...

by somersaulting out of the way. Landing in front of Huntara...

Huntara attacks with her stun swords, Ninja style.

But She-Ra lassoes them out of her hands.

Admitting defeat, Huntara frees Glimmer.



She-Ra finally convinces Huntara that Hordak lied and is really himself the evil one. Ashamed to have been tricked so easily, Huntara vows revenge. Suddenly Scorpia and Catra zap them with a freeze ray and imprison them for Hordak.

"Foolish women," smirks Hordak, "didn't you know I would win in the end?"

Huntara's concealed weapons aid her again; she frees herself.

Scorpia & Catra pounce on her, only to knock each other out...

while Huntara neatly jumps out of the way.

With Hordak and his bunch defeated, the three women leave. Friendship and mutal respect are promised as Huntara bids She-Ra farewell.

THE END

UNEXPECTED ALLY

On a farm in Horde territory, Mally and her folks talk about Hordak's taxes. A trooper appears at the door to collect double.

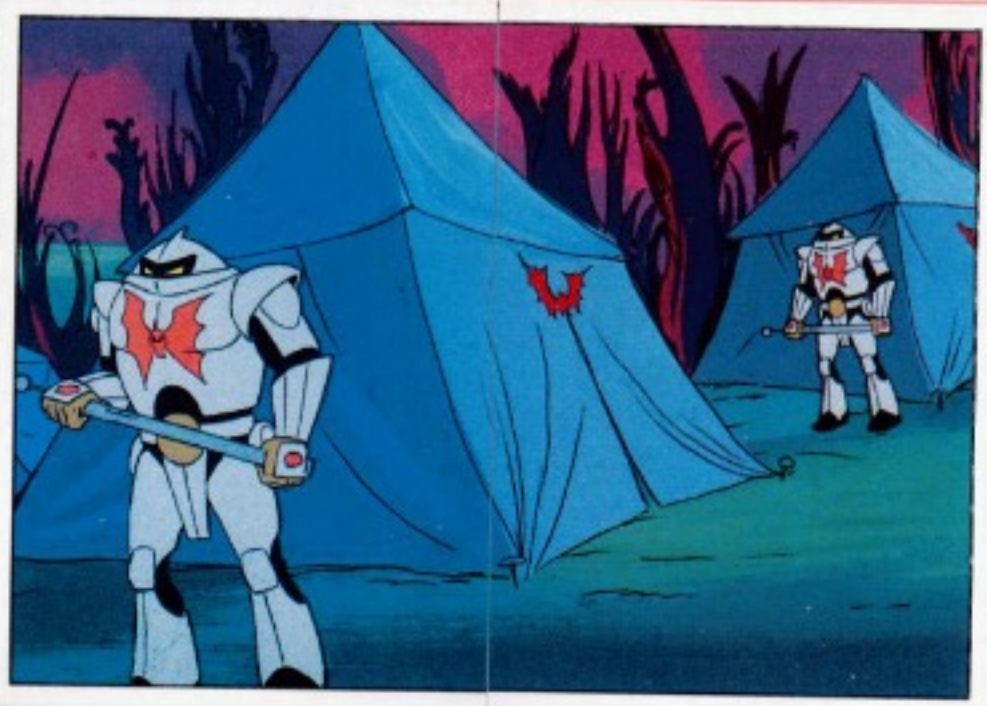
As they have no more money, the trooper takes their farm. Mally's dad angrily destroys the robot ...

only to be arrested by General Sunder.

His wife and Mally are also taken.

At a nearby rebel camp, Mally, who has managed to escape, tells her story to Bow, Adora and Glimmer.

While Adora goes to find She-Ra, they make plans to free Mally's parents.



Meanwhile, troopers guard the General's camp and the prison wagons.

Under cover of darkness, She-Ra and Glimmer create a diversion...

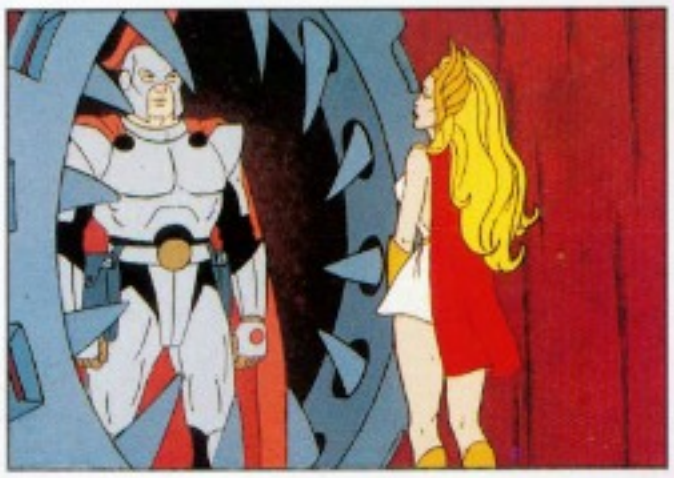
While Bow and Mally free the prisoners.

Disposing of the guard, Bow hands the keys to Mally.

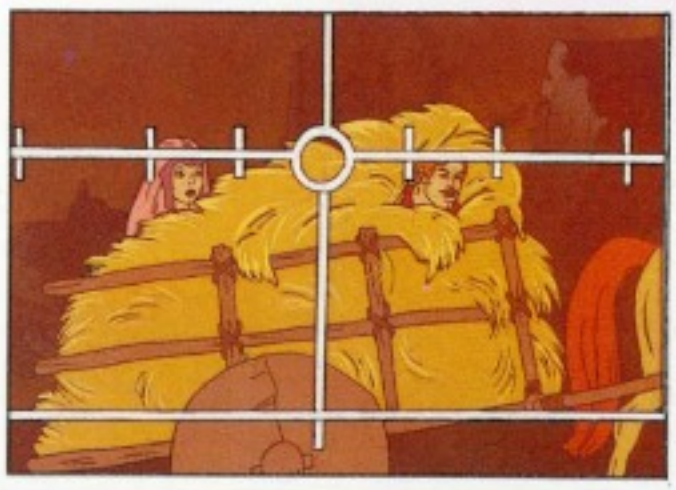
But as the last prisoner is freed, they're confronted by Sunder who has suspected the reason for the attack.

Bow is zapped by the stun gun while Mally escapes. Sunder knows of She-Ra's loyalty to her friends; he vows to free Bow if she surrenders.

Back at the Fright Zone, Hordak reprimands Sunder for freeing Bow. "I kept my word," Sunder replies, "and you have She-Ra."



She-Ra assures Sunder that her friends will try to rescue her. "Your troops would attempt rescue if you were imprisoned, wouldn't they?" He's doubtful.



From a tower Sunder spots a suspicious hay wagon.

Nearing She-Ra's prison, Bow and Glimmer emerge from the wagon that Mally is leading. He shoots a line up to her window.

Glimmer climbs up and opens the cell but can't break She-Ra's "power" bonds.

"Looking for this?" says Sunder. "Tell me, what gives you rebels the courage to fight against overpowering numbers?"

She-Ra replies, "We love freedom. Without it, you're just an empty robot." The robot says, "I'm not empty, I like to bully people." Sunder shuts him off.

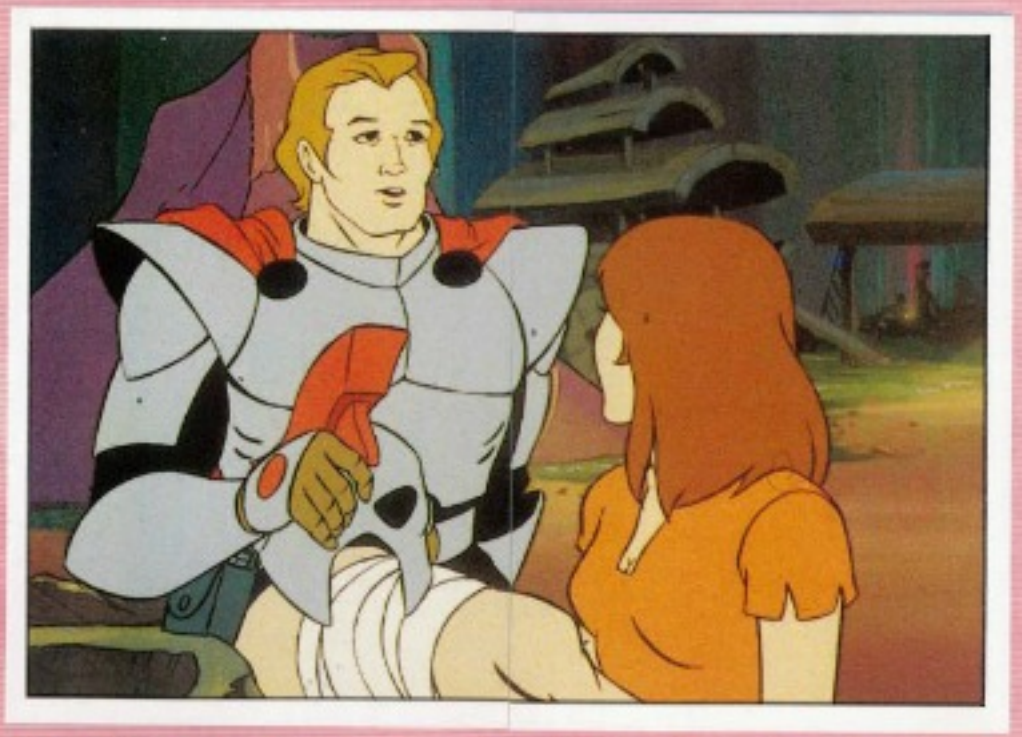
More troopers approach. She-Ra sends Glimmer back down and asks General Sunder to join their fight. She promises friendship and a just cause.

He agrees and follows her down the rope, but a shot from below breaks the rope.

She-Ra carries him to safety. He says, "Thank you, I think my leg is hurt."

Hordak is furious. "So he's joined the rebels, eh... Get them!" he says to the troopers as he blasts off towards She-Ra.

She throws the hay wagon at him. Buried in hay, he manages to shout, "Someday, I'll get you!"



Back at the camp, Mally bandages Sunder's leg. He smiles, "You people are true friends, I think I like this freedom."

THE END

THE ANXIOUS APPRENTICE

One day while Princess Adora visits, Ariel, Castaspella's apprentice asks if she may use the Book of Spells.

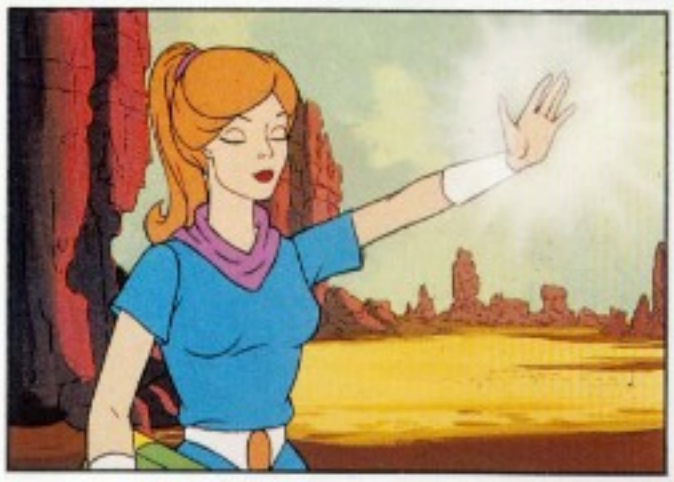
"That's a very big responsibility." Castaspella replies. "Too much power in inexperienced hands could be dangerous – one day you'll be ready".

Castaspella tells Adora that the Book of Spells is one of Mystacor's most important treasures.

"I know twice as many spells as the other apprentices. I'll show her I'm ready," fumes Ariel.

Snapping her fingers a knapsack appears; the Book floats into it. "Off to practice," she thinks happily.

Meanwhile Castaspella has discovered the disappearance of Ariel and the Book. "She could be in trouble and the Book could be dangerous in the wrong hands," fears Castaspella. Adora promises to search. Castaspella stays behind in case they turn up.



Ariel tries a spell, "Great piles of sand, obey this tassel, churn about and make a castle." Poof! A small sand castle appears. She then turns it to gold.

Scorpia watches from a distance. "She must be using the Book of Spells. With it I could rule Etheria!"

She sends troopers to capture. But Ariel casts a spell on them. Delighted, Ariel takes on Scorpia.

But the spells don't last and Ariel is captured. Luckily She-Ra spots them.

She says, "Scorpia, why don't you pick on someone your own size?" Swung around by her tail, Scorpia is dazed. "Let's go home, Ariel."

Ariel doesn't realize the Book is no longer in her bag. Scorpia has it.

Back at Castaspella's, Ariel apologizes – but where is the Book? Now everyone worries in earnest.

Castaspella is afraid Scorpia will unleash all of Mystacor's evil buried in the Forbidden Zone.

A message from Scorpia demands that She-Ra come to the Forbidden Zone or else. Castaspella and Ariel follow at a safe distance.

"Gee, this place sure is spooky," Scorpia mumbles. "Now for the spell ... 'Ancients of Mystacor, legends of greats, at long last we let the evil escape.'"

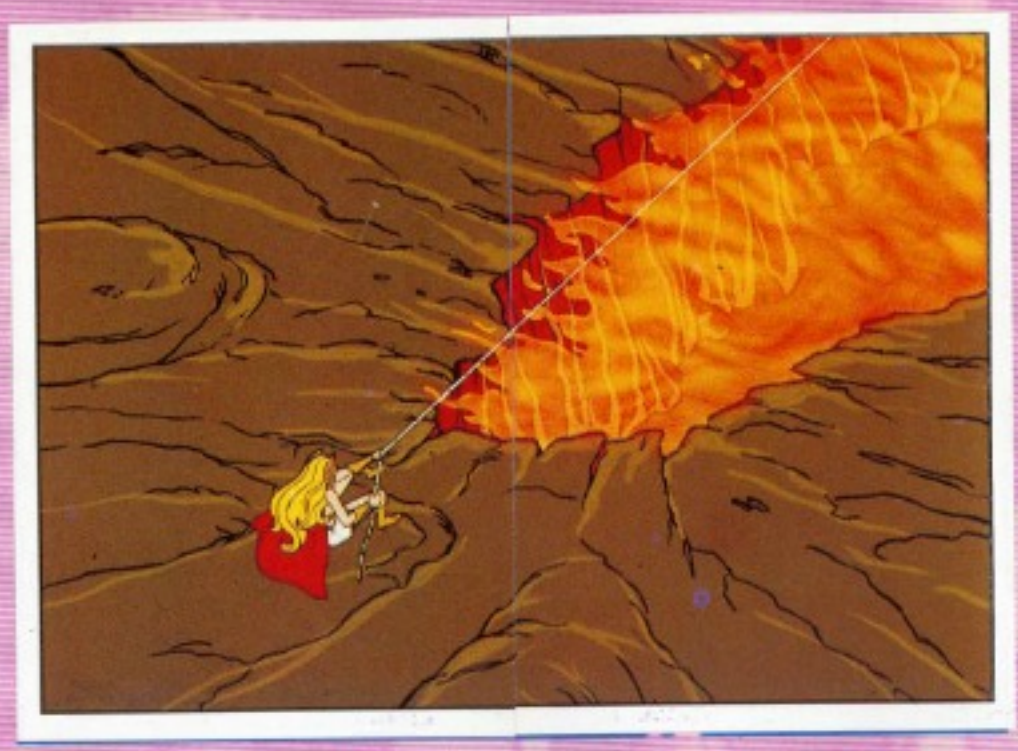
Crack! Whoosh! The ground splits and a tower of fire rises from it.

Scorpia tries to stop it but cannot. She-Ra hears her cry of help.

"Please save me," says Scorpia, "you can have the Book."

"Swift Wind pull us up," She-Ra calls, "Scorpia hold on to me!"

On the ground with Castaspella and Ariel, Scorpia tries to escape. Ariel chants and Scorpia fades away saying, "You haven't seen the last of me…"



Castaspella reverses the spell which stops the growing evil. She-Ra and Swift Wind "sew-up" the gaping holes with her magic sword-turned -rope.

"Well, I've learned my lesson. I'm not ready," says Ariel. Castaspella replies, "You did well with Scorpia just now. I should have let you try."

Happily Ariel brightens. "At least we can make this place look nice," Castaspella chants. "Lessons learned when taken in time…

Flowers earned by two friends of mine," finishes Ariel. "Thanks…teacher!"

THE END

U.S.A.

TRADE DUPLICATE STICKERS WITH YOUR FRIENDS.

It's a group activity, a fun way to meet new friends and complete your album faster. Trading saves money too.

NEED ONLY A FEW MORE STICKERS TO COMPLETE YOUR ALBUM?

Please write to us: **PANINI U.S.A., INC., P.O. BOX 5026, F.D.R. STATION, NEW YORK, N.Y. 10150.**

How to place your order:

— On a sheet of paper print your name and address, age and gender (Boy or Girl).

— List the title of the album and the number of each sticker you want, up to a maximum of 20 stickers per order.

— Each sticker costs 10 cents. Send a check or money order. (Do not send cash.)

— Enclose a self-addressed stamped envelope with your name, your street address, your city, state and zip code.

— **Bonus offer: 20 stickers for $1.00 with ten empty packets from this sticker collection.**

Allow six weeks for shipment. We can not trade stickers.

CANADA

TRADE DUPLICATE STICKERS WITH YOUR FRIENDS.

It's a group activity, a fun way to meet new friends and complete your album faster. Trading saves money too.

NEED ONLY A FEW MORE STICKERS TO COMPLETE YOUR ALBUM?

Please write to us: **PANINI, P.O. Box 2330, Brampton, Ontario L6T 3Y9.**

How to place your order:

— On a sheet of paper print your name and address, age and gender (Boy or Girl).

— List the title of the album and the number of each sticker you want, up to a maximum of 20 stickers per order.

— Each sticker costs 10 cents. Send a cheque or money order. (Do not send cash.)

— Enclose a self-addressed stamped envelope with your name, your street address, your city, province and postal code.

— **Bonus offer: 20 stickers for $1.00 with ten empty packets from this sticker collection.**

Allow six weeks for shipment. We can not trade stickers.

U.K. and EIRE

If you find that after swapping your doubles with your friends, you only need a few more stickers to complete your collection, they can be ordered direct from **PANINI STICKERS, Dept. CAB, 116-120 Goswell Road, LONDON EC1V, 7QD.**

How to place your order:

— State clearly the title of the collection.

— List the number of each sticker required, up to a maximum of 20.

— Each sticker costs 3p. including postage. Send a cheque, postal order or stamps to cover the cost (if you send stamps, please use the highest value stamps possible).

— Do not forget your name, address and age.

— All payments (cheques, postal orders or stamps) must be in sterling.

Please allow 30 days for processing and delivery.

'Figurine Panini' albums and stickers are distributed throughout Great Britain and Ireland and every possible effort is made to ensure that most newsagents stock them for as long as they are in demand. Also, it is guaranteed that all the stickers in this collection are printed in equal quantities.

AUSTRALIA

If you find that after having traded your double stickers with your friends, you only need a few more stickers to complete your collection, then these can be ordered direct from:

STAR DISTRIBUTION, Private Bag 1000, Pymble NSW 2073 AUSTRALIA.

How to place your order:
(Follow instructions correctly or your orders may not be fulfilled).

— On a sheet of paper print your name, full address and the title of the collection.

— List the number of each sticker that you want, *up to a maximum of 15 stickers per order.*

— Send this sheet together with a *self-addressed stamped envelope* and a cheque or money order for $2.00 for 15 stickers (do not include cash or coins).

***Remember:* Only 15 stickers can be ordered at one time in one envelope. You may request more only by sending us more orders, each order for 15 stickers.**

Allow 30 days for processing and delivery.

CREATED BY PANINI U.S.A. PRINTED IN U.S.A.

U.S.A.
DISTRIBUTOR FOR U.S.A.
PANINI U.S.A. INC.
655 MADISON AVENUE, NEW YORK, N.Y. 10022
35¢

AUSTRALIA
DISTRIBUTOR FOR AUSTRALIA
STAR DISTRIBUTION
PRIVATE BAG 1000, PYMBLE N.S.W., 2073 AUSTRALIA

GREAT BRITAIN
DISTRIBUTOR FOR UNITED KINGDOM AND EIRE
MINICARDS LTD
116-120 Goswell Road, LONDON EC1V 7QD
20p.

CANADA
DISTRIBUTOR FOR CANADA
PANINI CANADA
P.O. Box 2330, BRAMPTON, ONTARIO L6T 3Y9
49¢

01
0 80557 18724 9

She-Ra Action Mobile

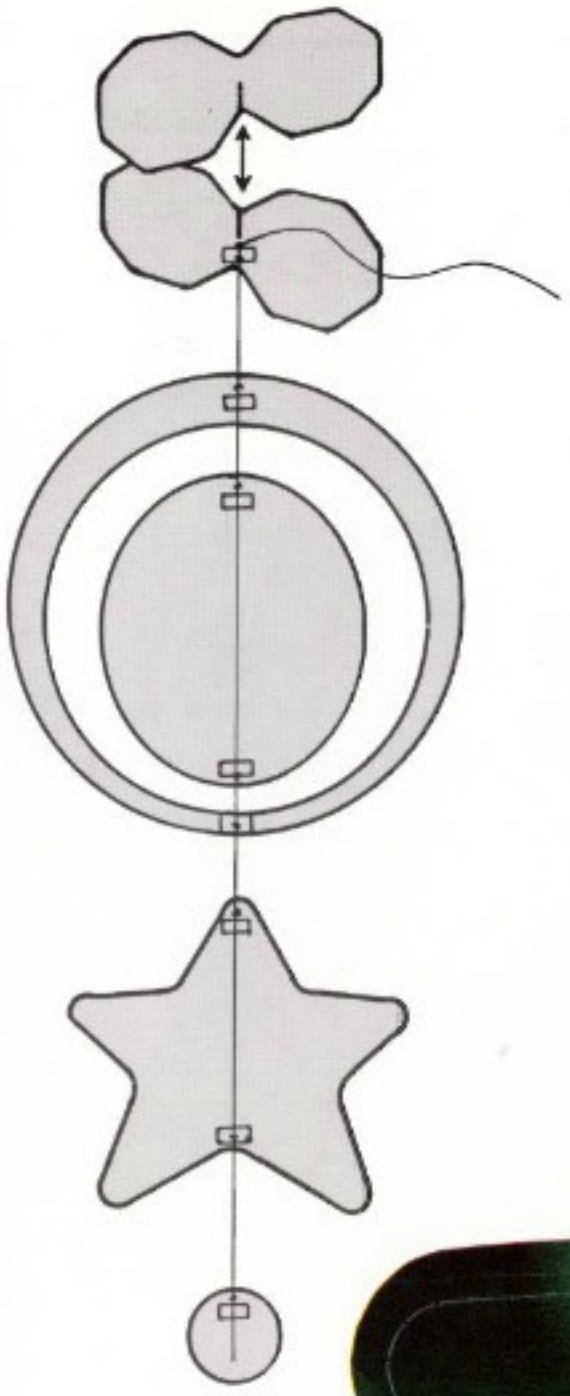


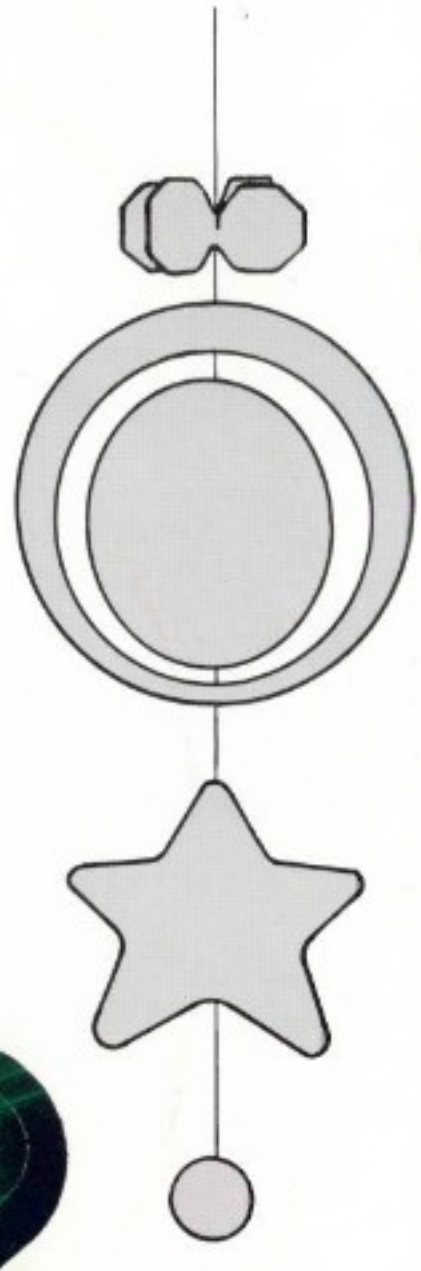
Illustration #2

She-Ra Action Mobile

To assemble the mobile, you will need 30 inches of light string and some transparent tape.

1. Carefully punch out, (use scissors if necessary), all the pieces of the mobile, as shown in illustration #1, and lay them out in the order shown.
2. Of the two bow-tie shaped pieces, put aside the one for stickers #101/108.
3. When all the pieces are spaced the way you want, lay down the string to run through the black arrows at the center edge of each piece.
4. Now see illustration #2 on the back of this page.
5. Tape all the string in place, being careful not to cover the center slot on the bow-tie piece.
6. Slide the remaining bow-tie piece into the first one, matching the slots.

Illustration #1



Here's a mobile to hang in your room!

When friends need help, She-Ra's ready for action!

She-Ra Action Mobile